

Rui Alves

Software Engineer

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in rui-pedro-alves

Software development and architecture enthusiast. Passionate about teaching and learning new things. Keen on optimization, and on solving intricate and complex problems.

EXPERIENCE

Palantir Technologies

Software Engineer

London, United Kingdom

Aug 2021 - Present

- Working on the Palantir Foundry product.
- Java, Gradle, Groovy, Docker and Docker-compose, CI/CD tools (CircleCI, ...).

Fraunhofer Portugal

DevOps and Software Engineering Intern

Porto, Portugal

Jun 2020 - Aug 2020

- Designed and automated deployment architecture of the internal project and personnel management platform.
- Responsible for DevOps activities, such as configuring CI/CD, architecting services for multiple environments, orchestrating service containers and managing cloud testing, staging and deployment environments.
- The main difficulty was to ensure the robustness and future scalability of the designed deployment architecture.
- Ruby on Rails, Nginx, MySQL, Docker and Docker-compose, Jenkins.

Fractal

Full-Stack Software Engineering Intern

Porto, Portugal

Jul 2019 - Sep 2019

- Took part in the development of an OAuth platform (Log in with Fractal ID) with KYC/AML regulation.
- Responsible mostly for Backend development, configuring mailer services, improving test suites and DevOps tasks such as Docker and CI tools configuration. At the Frontend level, refactored several components.
- The main difficulty was to quickly adapt to a completely new technology stack while having to understand a very complex OAuth platform architecture with high security standards.
- Ruby on Rails, ReactJS, Redux, Docker, CI tools configuration.

Fraunhofer Portugal

Full-Stack Software Engineering Intern

Porto, Portugal

Jul 2018 - Sep 2018

- Developed a web app video player component that allows video streaming, manipulation and live annotation.
- Responsible for investigating different implementation options, implementing a Backend API that supports video streaming and annotation and integrating it the aforementioned video component.
- The main difficulty was to deal with the many constraints imposed by the video player framework used, which was overcome by implementing a set of custom plugins.
- Java Springboot, Jersey, Morphia, ReactJS, MobX and VideoJS.

EDUCATION

FEUP - Faculty of Engineering, University of Porto

BSc and MSc Degree in Computer Engineering

Final Grade / GPA: 19/20

Porto, Portugal

Aug 2016 - Jul 2021

PROJECTS

FishTank - Fish Market operations management App

March 2020 - June 2020

9 People

- Team Leader of a Scrum-like team in the development of a web app project to optimise portuguese fish market operations management, with real time activity communication and transaction data analysis. Developed for *SONAE MC* with a team featuring software engineers, multimedia designers and marketing personnel.
- The main difficulties were, on the technical side, ensuring real time data coherence among multiple parties and, on the management side, leading people with different backgrounds and expertise.
- Phoenix Elixir, PostgreSQL, ReactJS, Redux, Docker and Docker-compose, Heroku, Netlify.